

## AMENDMENTS TO THE CLAIMS

**Claim 1 (Currently Amended)** A game system comprising a first game execution apparatus and a second game execution apparatus that have a different internal structure from each other,

wherein the first game execution apparatus includes:

a first program reading unit operable to read, from a first game recording medium, a first game program that indicates a procedure of a game;

a first character reading unit operable to read, from a portable recording medium, predetermined character data that indicates a plurality of attributes of a common character that appears in the game;

a first input unit operable to receive an inputting operation from a user; and

a first game execution unit operable to proceed with the game according to the inputting operation received at the first input unit and the procedure indicated by the first game program, and to cause the common character to appear in the game in accordance with the predetermined character data read by the first character reading unit,

wherein the second game execution apparatus includes:

a second program reading unit operable to read, from a second game recording medium, a second game program that indicates the procedure of the game;

a second character reading unit operable to read, from the portable recording medium, the same character data as the predetermined character data read by the first character reading unit;

a second input unit operable to receive an inputting operation from the user; and  
a second game execution unit operable to proceed with the game according to the inputting operation received at the second input unit and the procedure indicated by the second game program, and to cause the common character to appear in the game in accordance with the predetermined character data read by the second character reading unit,

wherein the first game execution apparatus further comprises:

a first permission information reading unit operable to read, from the first game recording medium, first permission information that indicates which attribute from the plurality of attributes of the common character is permitted to be changed by the first game execution apparatus, the first game recording medium storing the first permission information,

wherein, in accordance with the read first permission information, the first game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the first game execution apparatus from being changed,

wherein the second execution apparatus further comprises:

a second permission information reading unit operable to read, from the second game recording medium, second permission information that indicates which attribute from the plurality of attributes of the common character is permitted to be changed by the second game execution apparatus, the second game recording medium storing the second permission information,

wherein, in accordance with the read second permission information, the second game execution unit changes the attribute permitted to be changed by the second execution apparatus

as the game proceeds, and prohibits an attribute not permitted to be changed by the second game execution apparatus from being changed, and

wherein the first permission information and the second permission information are associated with the plurality of the attributes of the common character indicated by the predetermined character data, the common character commonly appears in the game by the first game execution unit and by the second game execution unit.

**Claim 2 (Previously Presented)** A game execution apparatus that proceeds with a game according to a game program, the game execution apparatus comprising:

a program reading unit operable to read, from a game recording medium, a game program that indicates a procedure of a game;

a character reading unit operable to read, from a portable recording medium, character data that indicates an attribute of a common character that appears in the game;

an input unit operable to receive an inputting operation from a user; and

a game execution unit operable to proceed with the game according to the inputting operation and the procedure, and to cause the common character to appear in the game in accordance with the character data,

wherein the common character has a plurality of attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read from the game recording medium permission information that indicates which attribute from the plurality of attributes of

the common character is permitted to be changed by the game execution apparatus, the game recording medium storing the permission information therein,

wherein, in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed,

wherein the permission information is associated with the plurality of the attributes of the common character indicated by the character data, and

wherein the common character commonly appears in the game by the game execution apparatus and by another game execution apparatus, the another game execution apparatus having a different internal structure from the game execution apparatus.

**Claim 3 (Previously Presented)** The game execution apparatus of claim 2, further comprising:

a request unit operable to request the character data from a server apparatus;  
an obtaining unit operable to obtain the character data from the server apparatus via a network; and  
a writing unit operable to write the obtained character data to the portable recording medium.

**Claim 4 (Previously Presented)** The game execution apparatus of claim 2, further comprising:

an authentication unit operable to check authenticity of the portable recording medium,  
wherein

the character reading unit reads the character data when the authenticity has been  
ensured.

**Claim 5 (Cancelled)**

**Claim 6 (Previously Presented)** The game execution apparatus of claim 2, further  
comprising:

a character writing unit operable to, when the game execution unit changes the attribute  
of the common character, overwrite the character data in the portable recording medium with  
after-change character data that indicates the attribute of the common character after being  
changed, wherein the character reading unit further reads the after-change character data from  
the portable recording medium, and

the game execution unit changes the attribute of the common character as the game  
proceeds, in accordance with the read after-change character data.

**Claim 7 (Previously Presented)** The game execution apparatus of claim 2, further  
comprising:

a writing unit operable to write the read permission information to the portable recording  
medium.

**Claim 8 (Previously Presented)** The game execution apparatus of claim 2, wherein the game recording medium further stores therein a degree of change allowed to the attribute, in association with the permission information, and the game execution unit changes the attribute of the character as the game proceeds, in accordance with the degree of change stored in the game recording medium.

**Claim 9 (Previously Presented)** A portable recording medium comprising:

a storage unit that stores therein character data that indicates an attribute of a common character that appears in a game;

an authentication unit operable to check authenticity of a game execution apparatus; and

an output unit operable to, when the authenticity has been ensured, read the character data from the storage unit and output the read character data to the game execution apparatus, wherein the common character has a plurality of attributes,

wherein the portable recording medium stores therein permission information for the game execution apparatus, the permission information indicating which attribute from the plurality of attributes of the common character is permitted to be changed by the game execution apparatus,

wherein the permission information is associated with the plurality of the attributes of the common character indicated by the character data, and

wherein the common character commonly appears in the game by the game execution apparatus and by another game execution apparatus, the another game execution apparatus having a different internal structure from the game execution apparatus.

**Claim 10 (Previously Presented)** A game execution method used by a game execution apparatus that proceeds with a game according to a game program that indicates a procedure of the game, the game execution method comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a common character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game according to the inputting operation and the procedure, and causing the common character to appear in the game in accordance with the character data,

wherein the common character has a plurality of attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes of the common character is permitted to be changed by the game execution apparatus,

wherein, in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed,

wherein the permission information is associated with the plurality of the attributes of the common character indicated by the character data, and

wherein the common character commonly appears in the game by the game execution apparatus and by another game execution apparatus, the another game execution apparatus having a different internal structure from the game execution apparatus.

**Claim 11 (Previously Presented)** A game execution program used by a game execution apparatus that proceeds with a game according to a game program that indicates a procedure of the game, the game execution program causing the game execution apparatus to execute a method comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a common character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game recording to the inputting operation and the procedure, and causing the common character to appear in the game in accordance with the character data,

wherein the common character has a plurality of attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes of the common character is permitted to be changed by the assigned game execution apparatus,

wherein, in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game



proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed,

wherein the permission information is associated with the plurality of the attributes of the common character indicated by the character data, and

wherein the common character commonly appears in the game by the game execution apparatus and by another game execution apparatus, the another game execution apparatus having a different internal structure from the game execution apparatus.

**Claim 12 (Previously Presented)** The game execution program of claim 11, further having the game execution apparatus to execute:

requesting the character data from server apparatus;

obtaining the character data from the server apparatus via a network; and writing the obtained character data to the portable recording medium.

**Claim 13 (Previously Presented)** The game execution program of claim 12, being recorded in a computer-readable recording medium.

**Claim 14 (Previously Presented)** A computer-readable recording medium that stores therein a game execution program used by a game execution apparatus that proceeds with a game according to a game program, the game program indicating a procedure of the game,

wherein the game execution program has the game execution apparatus to execute a method, comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a common character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game according to the inputting operation and the procedure, and causing the common character to appear in the game in accordance with the character data,

wherein the common character has a plurality of attributes,

wherein the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes of the common character is permitted to be changed by the game execution apparatus,

wherein, in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed,

wherein the permission information is associated with the plurality of the attributes of the common character indicated by the character data, and

wherein the common character commonly appears in the game by the game execution apparatus and by another game execution apparatus, the another game execution apparatus having a different internal structure from the game execution apparatus.

**Claim 15 (Cancelled)**

**Claim 16 (Previously Presented)** The game execution apparatus of claim 2, wherein  
in accordance with permission information for the game execution apparatus, the game  
execution unit changes each of the attributes, or prohibits each of the attributes from being  
changed.

**Claim 17 (Currently Amended)** The game execution apparatus of claim 2,

wherein the another game execution apparatus includes:

a second program reading unit operable to read, from a second game recording  
medium, a second game program that indicates the procedure of the game;

a second character reading unit operable to read, from the portable recording  
medium, ~~the~~ same character data as the predetermined character data read by the first character  
reading unit;

a second input unit operable to receive an inputting operation from the user;

a second game execution unit operable to proceed with the game according to the  
inputting operation received at the second input unit and the procedure indicated by the second  
game program, and to cause the common character to appear in the game in accordance with the  
predetermined character data read by the second character reading unit; and

a second permission information reading unit operable to read, from the second  
game recording medium, second permission information that indicates which attribute from the  
plurality of attributes of the common character is permitted to be changed by the second game

execution apparatus, the second game recording medium storing the second permission information, and

wherein, in accordance with the read second permission information, the second game execution unit changes the attribute permitted to be changed by the second execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the second game execution apparatus from being changed.